

# Your **Stuff**, My **Stuff**, Their **Stuff**, Our **Stuff**

Consensus Gathering While Building  
a Digital Asset Management System

# Who will be talking about stuff

**Rebecca A. Moss**

*Media Resources, College of Liberal Arts University of Minnesota*

What needs do we have? What current solutions are in place? What is the climate of the university?

**Chad Fennell**

*Web Developer, University of Minnesota Libraries*

CodeFest 2013. Why make this proposal? Who came to the table? What were the results?

**Colin McFadden**

*Software Consultant*

What are the concepts behind the model being worked on? Why will the structure work well for so many different groups? What challenges were faced when considering the needs of the content?

# ChimelIn

<http://z.umn.edu/libtech>

# Questions for managers of stuff

- Why do we need to **manage content** at a top level?
- What challenges do we face finding **common solutions** for the various groups?
- What kind of content will there be and **what needs** does it have?
- Why is this a role for libraries **AND BEYOND?**
- How does the **proliferation of Cloud** based services make this easier or more difficult?

# What are we doing now?

**Digital Content Library** - limited to a few colleges, copyrighted content, highly curated

**University Libraries** - university wide, archives and institutional repository

**University storage** - university wide, multiple options, no rules except storage limits

**Personal storage** - PCs, CDs/DVDs, flash drives, external drives, email, Cloud, etc. “Storganization”

# **Why do we need to manage content at a top level?**

Every two minutes, we take more pictures than all  
of humanity in the 19th century.

<http://blog.1000memories.com/94-number-of-photos-ever-taken-digital-and-analog-in-shoebox>

# Questions for those with stuff to share

**Why** do I share?

**What** do I share?

**When** do I share?

**Where** do I share?

**How** do I share?

**Who** does the sharing?

Research Data  
Management  
Lifecycle



**What challenges do we face finding  
common solutions for the various groups?**



# **DCL 3.0**

Let's make new mistakes

# Articulating Sadness

# Imaging Happiness

good metadata **>** bad metadata











# To the Cloud...

## Storage Pricing

Region:

	Standard Storage	Reduced Redundancy Storage	Glacier Storage
First 1 TB / month	\$0.085 / GB	\$0.068 / GB	\$0.010 / GB
Next 49 TB / month	\$0.075 / GB	\$0.060 / GB	\$0.010 / GB
Next 450 TB / month	\$0.060 / GB	\$0.048 / GB	\$0.010 / GB
Next 500 TB / month	\$0.055 / GB	\$0.044 / GB	\$0.010 / GB
Next 4000 TB / month	\$0.051 / GB	\$0.041 / GB	\$0.010 / GB
Over 5000 TB / month	\$0.043 / GB	\$0.034 / GB	\$0.010 / GB

# Transparency

Mar 14, 2014		
	<b>fixes some retina issues, misc other new issues</b> colin authored 4 days ago	<code>bca0cd67f4</code>  <a href="#">Browse code</a> →
	<b>fix munging aspect</b> colin authored 4 days ago	<code>8b4e541923</code>  <a href="#">Browse code</a> →
	<b>fix rotation bug</b> colin authored 4 days ago	<code>4d891799c0</code>  <a href="#">Browse code</a> →
	<b>some missing files.</b> colin authored 4 days ago	<code>be282281f3</code>  <a href="#">Browse code</a> →
	<b>misc changes</b> colin authored 4 days ago	<code>6d1955c323</code>  <a href="#">Browse code</a> →

# What kind of content will there be and what needs does it have?

IMAGES

VIDEO

AUDIO

TEXT

AND  
MORE

# **Why is this a role for libraries AND BEYOND?**



# Keep it Agile

**Big Design Upfront vs Minimum Viable Product**  
(The Process is Not the Product)

Develop, Implement, Revise

# Demo

# Results of ChimelIn

**Thank You**

(now give us your stuff)